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Generate Collection Print

L2: Entry 8 of 16

File: USPT

Jun 20, 2000

DOCUMENT-IDENTIFIER: US 6077312 A

TITLE: Apparatus, program product and method of debugging utilizing a context sensitive breakpoint

Detailed Description Text (29):

One suitable data structure for breakpoint table 62 is illustrated in greater detail in FIG. 4. Breakpoint table 62 includes a plurality of breakpoints 64 arranged in a linked-list data structure. Each breakpoint data structure 64 includes a key field 66, a good opcode field 68, a field 70 storing a <u>pointer</u> to a Dcode program, a next breakpoint field 72, and a Dcode program label field 74.

Detailed Description Text (32):

Breakpoint 64 also includes a <u>pointer</u> to a Dcode program, stored in field 70. The Dcode program, as discussed above, includes program code that is executed by Dcode interpreter module 60 for use in setting, updating, and/or processing a context sensitive breakpoint. Rather than a <u>pointer</u> to the program, the actual program code for the Dcode program may be stored within breakpoint 64. In addition, it should be appreciated that if data structure 62 supports unconditional breakpoints, the <u>pointer</u> may be set to NULL to indicate that no Dcode program is associated with the breakpoint. It should also be appreciated that, to handle other types of conditional breakpoints, <u>pointer</u> 70 may also point to dedicated Dcode programs for handling such conditional breakpoints.

Detailed Description Text (33):

Next breakpoint <u>pointer</u> field 72 is also provided in breakpoint 64 to provide a link to the next breakpoint 64 in data structure 62. It should be appreciated that the last breakpoint will include a NULL <u>pointer</u> in field 72. Also, field 72 may be omitted if breakpoints are stored in other data structures.

Detailed Description Text (79):

Next, in block 190, the Dcode program label is popped from the top of the stack, and in block 192, a breakpoint record (e.g., of the format of record 64 of FIG. 4), is added to the breakpoint table 62, including the address of the instruction to replace, the opcode currently stored at that address, a pointer to the Dcode program, and the program label that specifies the beginning of the test breakpoint routine in the Dcode program. In addition, in block 192, the Dcode program is saved in the Dcode interpreter module for future execution.

Detailed Description Text (80):

Next, once a record has been added to the breakpoint table, control passes to block 194 to replace the opcode in the executable program with a suitable breakpoint opcode that will trigger an exception during execution of the program, and consequently, handling of the breakpoint in the manner described herein.

Detailed Description Text (81):

Continuing with the above example, execution of the Dcode program of Table II results in a new breakpoint being added to the breakpoint table, with the breakpoint including an address corresponding to line 25 of the source code, a <u>pointer</u> to the Dcode program of Table II, the current opcode stored at line 25 of the source code, and the "TEST" label that specifies the start of the test breakpoint routine in the Dcode program.

Detailed Description Text (86):

interrupt that is handled by the breakpoint handler. As such, module 196 begins in block 200 by accessing the breakpoint table 62 to locate the breakpoint record 64 corresponding to the interrupting address. Once this record is located, block 202 determines whether a Dcode program exists, typically by accessing the <u>pointer</u> to the Dcode program at 70 (FIG. 4) and determining whether the <u>pointer</u> is set to NULL (indicating that no such program exists).

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